



Racial Guide
Traditional Race Book

Little Red Goblin Games

Racial Guide 5: Traditional Races

Credits

-PRODUCER-

SCOTT GLADSTEIN

-DESIGNERS-

SCOTT GLADSTEIN, DAYTON JOHNSON, AND IAN SISSON.

-EDITORS-

IAN SISSON AND CHRISTOS GURD

-ART-

MIGUEL SANTOS, TYLER WARREN, AND BRIAN BRINLEE

-GRAPHIC DESIGN/LAYOUT-

SCOTT GLADSTEIN



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ScottGladstein@littleredgoblingames.com
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Bladelings

Racial Overview

Ripe with rage from the implosion of their own brutal warrior culture, bladelings are wayward survivors adrift in other societies. Once a proud and cruel warrior culture known as savage marauders, they are now a scattered people who live on the goodwill of others. They are commonly found in mercenary companies, day labor crews, or as criminal enforcers. Bladelings are attracted to the evil and chaotic alignments and have a notoriously short temper. Despite all this bladelings are fiercely loyal to those who earn their trust and will literally die for them. Bladelings favor the martial classes and have particular cultural respect barbarians and fighters.

Bladelings stand a head taller than a human with dark green or slate blue skin that cover large sinewy muscles. Their most prominent feature is the various subdermal plates that send up rough blades through their skin. While not entirely covered with blades, each limb generally has 2-3 long blades on it, a few small spurs on the torso, and their face and scalp has various tiny spikes protruding where a human might have hair.

The chin of a bladeling hints at its heritage. It is either split in two with sharp points or it hangs down with a single dermal plate that rests near their collarbone. These physical traits (and the physical variances within them) are good indicators of lineage. Three major clans exist. One, generally referred to as the “splits” are comprised of bladelings who have a split chin and can claim lineage to a warlord known as “Jak’khaj” who lived hundreds of years ago. Splits (or “splitz”) are stereotyped as being career criminals, skilled warriors, and untrustworthy to anyone but their clan.

The “longtusk” clan is a group of bladelings who have rather short low hanging dermal plates from their chin that are wide. These longtusks (abbreviated “Lngtsk” or “Lt”) are assumed to be rich merchants, liars, but wise. Finally, the fairbrow are mainly comprised of bladelings with long thin chin protrusions that are regarded as being cruel, barbarous, and stupid. None of these assumptions have proven to have much basis and since the breakup of their empire very few bladelings have any clan affiliation. None the less, the stereotypes persist and many bladelings suffer prejudice from others of their kind because of it.

A unique aspect of their culture is that other races can “become” a bladeling, culturally. If someone has earned the respect and honor of a bladeling in combat, he may be offered right to be called a “bladeling” and join their culture. Joining bladeling culture means forsaking your own, going through a trial by combat, and then receiving full-body tattoos that are meant to mimic the placement of spikes on the body of a bladeling. They attract many exiles from other cultures, with bladelings seeing one’s worth rather than their race.

Racial Traits

- **ABILITY SCORE RACIAL TRAITS (0):** Bladelings are brutal and cruel but crafty. They gain +2 Strength, +2 Wisdom, and -2 Charisma.
- **TYPE (0):** Bladelings are humanoids with the bladeling subtype.
- **SIZE (0):** Bladelings are Medium creatures and thus have no bonuses or penalties due to their size.
- **BASE SPEED (0):** Bladelings have a base speed of 30 feet.
- **LANGUAGES (1):** Bladelings begin play speaking Common and Orc. Bladelings with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).
- **SPIKED SKIN (4):** Bladelings act as if they were wearing armor spikes (though without the armor), and deal 1d6 extra piercing damage on a successful grapple attack. A bladeling can also make a regular melee attack with the spikes. The spikes cannot be made into magic weapons in their own right. However, these spikes and subdermal plates are noisy and they take a -4 penalty on Stealth checks.
- **NATURAL ARMOR (3):** Bladelings have thick natural plates under their skin like armor, granting them a +2 natural armor bonus.
- **LOW-LIGHT VISION (1):** Bladelings can see twice as far as humans in conditions of dim light.

RACIAL POINTS: 9

Alternate Racial Traits

LONGTUSKS (4): The bladelings who fall in line with a more "longtusk clan" way of life develop a tongue as serpentine as it is verbose. They gain +4 Wisdom, +2 Charisma and -2 Constitution. This replaces their default ability scores and reduces their natural armor bonus to a +1.

Racial Feats

Honorary Bladeling

Once you are sworn in, you must leave your old culture behind for you are reborn as a proud bladeling warrior!

PREREQUISITE: Non-Bladeling, must have gone through ritual of acceptance

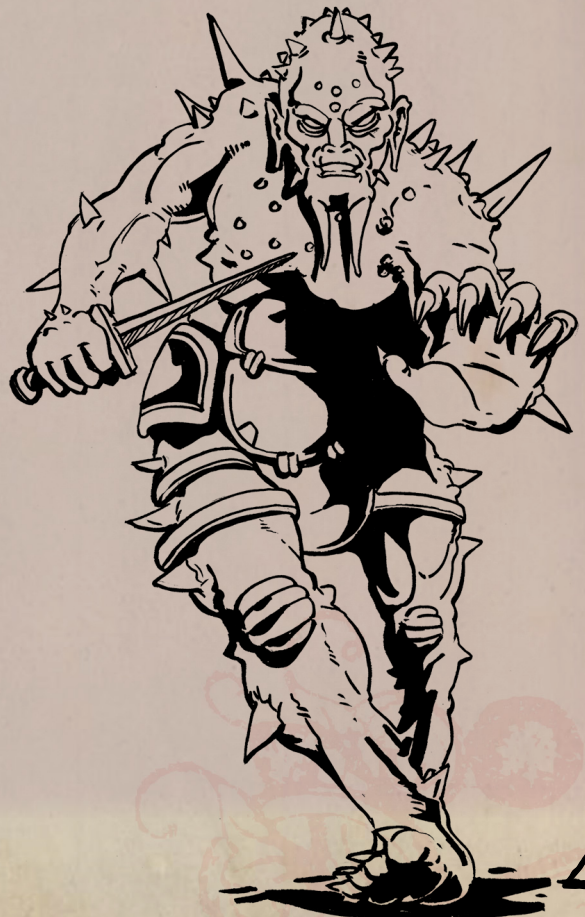
BENEFIT: You count as both your base race and as a bladeling for any effects related to race. For example, if you are a dwarf, you are considered both a dwarf and a bladeling for the purpose of taking traits, feats, how spells and magic items affect you, and so on.

Spiked Shifting

PREREQUISITE: Bladeling, wild shape class feature

BENEFIT: When you use your wild shape class feature you retain the armor spikes from your spiked skin racial trait. The damage of the armor spikes scales with the size of the creature you shift into.

SPECIAL: If you have the Honorary Bladeling feat this applies to any armor spikes you wear.



Race Specifics

TABLE 1-1: RANDOM BLADELINGS STARTING AGES

ADULTHOOD	INTUITIVE ¹	SELF-TAUGHT ²	TRAINED ³
15	+1d4 (16-19)	+1d6 (16-21)	+2d6 (17-27)

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

TABLE 1-2: RANDOM BLADELINGS HEIGHT AND WEIGHT

GENDER	BASE HEIGHT	HEIGHT MODIFIER	BASE WEIGHT	WEIGHT MODIFIER
Male	5'10	+2d10 (6'0-7'6)	240	+2d10x5 lbs (250-340)
Female	5'5	+2d10 (5'7-7'1)	205	+2d10x5 lbs (215-305)

TABLE 1-3: BLADELING ALTERNATE FAVORED CLASS BONUSES

CLASS	BONUS	SOURCE
Barbarian	While you are raging your racial spikes deal +¼ point of damage.	CRB
Fighter	Add +1 to the fighter's CMD to resist or maintain control of a grapple	CRB
Druid	Add +1/3 to the druid's natural armor bonus when using wild shape.	CRB
Gladiator	Gain +1/3 of a new pit-fighter ability.	AP: Martial
Tataued Warrior	Gain 1/6th of an additional use of battle chant.	AP: Martial
Thane	+1/4th a new thane talent.	AP: Martial
Bloodrager	Increase the bloodrager's total number of bloodrage rounds per day by 1.	ACG

Bokbok

Racial Overview

Bokbok are a centaur subspecies that stand slightly shorter than a human. They consist of a small humanoid torso situated atop an equally small springbok body. They are a lively race that seek out community and cooperation above all else.

Bokbok are on the short end of medium sized creatures. Male Bokbok stand between male and female humans in height, but female Bokbok average less than either. They are a short lived race that mature quickly and don't suffer the effects of old age. They look and feel as young on their last day as they did on their first. The eldest Bokbok have not lived past 40 years of age.

Each tribe of Bokbok has a fur pattern somewhat unique to their location, but all Bokbok share clean white underbellies and inner legs. Bokbok spanning across plains tend to have lighter browns on their backs as compared to those in tall grass or wooded environments who have darker browns. Likewise, Bokbok in plains have a long dark brown or black stripe that spans across either of their sides while Bokbok in tall grass or wooded areas have light speckles over their backs.

Bokbok are a highly curious, cooperative, and energetic race. While generally nomadic, they always stick together. Bokbok not among their own race will stick just as tightly to those they have no reason to distrust.

Due to Bokbok love for travel, migration, and roaming, they tend to be large nomadic tribes of talented professionals. As such, they travel, care for, and explore together in large bustling communities. Bouncing from city to city as an entourage of travelling artisans, merchants, mercenaries, and scouts.

Bokbok naturally inhabit that which is wide, open, and generally grassy. Plains, savannah, and environments with lots of space to roam are among their favored places, but it's not uncommon to see Bokbok living in wooded or covered areas. Very rarely are Bokbok found in marshes, wetlands, or environments without grass.

Bokbok tend to be chaotic good, not often raised under rule or law, but highly cooperative by nature. While unbound from law, they have no trouble following them, and though cooperative, their tendency to be evil is no more than their tendency to be good. Very "I'll scratch your back if you promise to scratch mine." On the other hand, Bokbok tricksters and pranksters are common, but rarely cruel.

Bokbok are quick to take up adventuring as long as with it comes company, because travel is usually a given. It is strongly accepted within their culture, and knowing how short lived the Bokbok are in comparison to many other races drives them to maximize their life experiences in a shorter time than most.

MALE NAMES: Buklo, Norok, Kumok, Sero, Noomlo

FEMALE NAMES: Dorees, Seesa, Keesma, Ooseena, Loda

Racial Traits

- **ABILITY SCORE RACIAL TRAITS (0):** Bokbok are nimble and quick to learn, but often frail. They gain +2 Dexterity, +2 Intelligence, and -2 Constitution.
- **SIZE (0):** Bokbok are Medium creatures with small humanoid torsos. They receive no bonuses or penalties due to their size, but can only wield weapons as if they were one size category smaller than their actual size.
- **TYPE (0):** Bokbok are humanoids with the Bokbok subtype.
- **BASE SPEED (0):** Bokbok have a base speed of 40 feet. (30+10 from Quadruped)
- **LANGUAGES (0):** Bokbok begin play speaking Common. Bokbok with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).
- **PRONKER (2):** Bokbok gain a +4 racial bonus to Acrobatics checks when attempting high jumps.
- **SPRINGBOUND (4):** Once per day, the Bokbok may focus their energy into a single powerful jump, increasing their Pronker bonus by 1 per character level.
- **QUADRUPED (2):** Bokbok possess four legs and two arms, granting them a +4 racial bonus to CMD against trip attempts and 1.5 times the normal carrying capacity for a medium creature.
- **GRASSFED (2):** Bokbok gain a +4 racial bonus to survival checks to forage for food and water. As well, Bokbok have strong ruminant stomachs and may instead feed oneself with grass, flowers, herbs, and leaves.

RACIAL POINTS: 10

KICKER: Some Bokbok have powerful kicking legs. They gain two hoof attacks as secondary natural attacks that deal 1d4 points of damage. This replaces the Springbound racial trait of the Bokbok.

TAURIC ROOTS: Bokbok with this racial trait have deep ties to their centaur ancestors granting them proficiency with all martial polearms. In addition, Bokbok with this racial trait may take the Natural Jousting combat feat. This replaces the Springbound racial trait of the Bokbok.



Race Specifics

TABLE 2-1: RANDOM BOKBOK STARTING AGES

ADULTHOOD	INTUITIVE ¹	SELF-TAUGHT ²	TRAINED ³
4	+1d2 (5-6)	+1d4 (5-8)	+2d4 (6-8)

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

TABLE 2-2: RANDOM BOKBOK HEIGHT AND WEIGHT

GENDER	BASE HEIGHT	HEIGHT MODIFIER	BASE WEIGHT	WEIGHT MODIFIER
Male	5 ft. 0 in.	+1d8 inches (5'1 - 5'8)	140 lbs.	+2d10 x5 lbs (150-240)
Female	5 ft. 0 in.	+1d4 inches (5'1 - 5'4)	105 lbs.	+1d6 x5 lbs (110-135)

TABLE 2-3: BOKBOK ALTERNATE FAVORED CLASS BONUSES

CLASS	BONUS	SOURCE
Barbarian	Add +1/5 bonus to the amount of times per day the Barbarian can use their Springbound racial ability.	CRB
Oracle	Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.	APG
Rogue	Add +1/2 bonus on Acrobatics checks to jump and +1/2 bonus to Perception checks in Plains.	CRB
Sorcerer	Add +1/2 bonus to Spellcraft checks and Knowledge (Arcana) checks.	CRB
Ranger	Add +1/2 bonus to Survival and Perception checks in Forests.	CRB
Druid	Add +1/4 to the damage dealt by the Druid's natural attacks.	CRB

Eulebär

Racial Overview

Eulebär are sentient, humanoid, owlbears who stand 6-7 feet tall and weigh just shy of 500 lbs. Their mixed form has the upright posture of a man, the densely covered body of a bear, the head of a proportionally sized owl, and thick-fingered hands that end in short but wicked claws. A small beak adorns their face below the horney tufts of hair that sit atop their heads. Eulebär sport dark feathers down the back of their thick and disproportionately long arms that are incapable of flight. They have squat legs that are much smaller than they should be (on a human) and are mounted on thin waists that give them a very muscular, if not a little top heavy, figure. Males tend to be much larger than their female counterparts and are barrel-chested, while females have a little dull coloration on the tips of their feathers (generally robin's egg blue, a pale auburn, or off-white depending on their genetics). Like owls, eulebär can turn their heads almost 180° around and can rotate their faces in a semicircular fashion. Their wide eyes are keen and demanding; the highly developed tools of a hunter.

Eulebär are described as being habitually warlike, highly respectable, powerfully ambitious, legendarily inflexible, stubbornly unerring, prideful to a fault, excessively upfront in all matters, and fiercely loyal. This rigid, industrious, hard-line race is a military powerhouse due to their aggressive posture, dedication to the military lifestyle, and natural prowess at war making. Stereotypically they are conservative, hold a very high opinion of themselves, and a very low opinion of any non-militant race. Despite their faults they are fair, honorable, prompt, and dedicated to the precepts of law and order.

The untamed and bestial relatives of the eulebär, the owlbear, is looked upon with disgust in their society. Owlbears represent what eulebär once were and they are ritually killed whenever one is found near one of their cities. It is theorized that eulebär were either uplifted from their animalistic state by some sort of magic (like the kind owlbears were supposedly created with) or the result of some strange interbreeding between owlbears and some monstrous humanoid. What is clear is that they did not evolve naturally and even though their society is old, its creation was synthetic. An unfortunate holdover from their savage ancestors is the tendency for their eyes to roll and spasm when they show intense emotion (particularly anger).

NOTE: Their name is pronounced like "yule" in "yuletide" and "bar" as in "a bar of soap".



Racial Traits

- **ABILITY SCORE RACIAL TRAITS (0):** Eulebär are physically daunting, keen, but unpleasant to be around. They gain +2 Constitution, +2 Wisdom, and -2 Charisma
- **SIZE (0):** Eulebär are Medium creatures and thus receive no bonuses or penalties due to their size.
- **TYPE (0):** Eulebär are humanoids with the eulebär subtype.
- **BASE SPEED (-1):** Eulebär have a base speed of 20 feet due to their short and stubby legs.
- **LANGUAGES (0):** Eulebär begin play speaking Common. Eulebär with high Intelligence scores can choose from Giant, Gnoll, Gnome, Goblin, Orc, and Dwarven.
- **CLAWS (2):** Eulebär have two claw attacks that deal 1d4 damage.
- **MILITARY MIGHT (1):** Eulebär gain a racial +2 bonus on Intimidate checks.
- **DARKVISION (2):** Eulebär have darkvision 60 ft.
- **KEEN SENSES (2):** Eulebär gain a +2 bonus on Perception checks.
- **SCENT (4):** Eulebär gain the scent ability
- **FRENZY (2):** Once per day, when a eulebär takes damage, it flies into a frenzy on its turn as a free action for 1 minute, gaining a +2 racial bonus to Constitution and Strength, but taking a -2 penalty to AC.

RACIAL POINTS: 12

Alternate Racial Traits

WIZARD'S TAINT (4): Sometimes eulebär are born with a deeper connection to the arcane meddling that brought about their creation. If such an eulebär is an intelligence based spellcaster, it treats its Intelligence score as 2 points higher for all spells and class abilities. Furthermore, eulebär with this racial trait have their caster level treated as being 1 level higher for the purposes of transmutation spells. This is improved to 2 levels if it is a spell of the polymorph subschool.

This replaces their frenzy and military might racial traits.

FERAL EULEBÄR (4): Occasionally mutations manifest themselves in eulebär that harken back to the owlbeats of old. They become large creature and as such they gain a +2 size bonus to Strength but a -2 size penalty to Dexterity. Their regressed cognitive ability gives them a -4 penalty to Intelligence and Wisdom. (Making their Ability Score Racial Trait: +2 Constitution, +2 Strength, -2 Dexterity, -4 Intelligence, -2 Wisdom and -2 Charisma). Large races also take a -1 size penalty to their AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 size penalty on Stealth checks. A large creature takes up a space that is 10 feet by 10 feet and has a reach of 5 feet. As a result of their size change, their claws deal 1d6 damage rather than 1d4.

This modifies their racial ability scores, size, and replaces their military might racial trait.

Race Specifics

TABLE 3-1: RANDOM EULEBÄR STARTING AGES

ADULTHOOD	INTUITIVE ¹	SELF-TAUGHT ²	TRAINED ³
15	+1d4 (16-19)	+1d6 (16-21)	+2d6 (17-27)

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

TABLE 3-2: RANDOM EULEBÄR HEIGHT AND WEIGHT

GENDER	BASE HEIGHT	HEIGHT MODIFIER	BASE WEIGHT	WEIGHT MODIFIER
Male	6'10	+2d10 (7'0-8'6)	340	+2d10x5 lbs (350-440)
Female	6'5	+2d10 (6'7-8'1)	305	+2d10x5 lbs (315-405)

TABLE 3-3: EULEBÄR ALTERNATE FAVORED CLASS BONUSES

CLASS	BONUS	SOURCE
Magus	Gain +1/6 of a new magus arcana.	APG
Wizard	When casting wizard transmutation spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.	CRB
Inquisitor	Add +½ on Intimidate checks and Knowledge checks to identify creatures.	APG
Warpriest	Add ¼ to the warpriest's effective level when determining the damage of his sacred weapon.	ACG
Guardian	Add +1/4 a point of non-lethal damage when making a dampening strike.	AP: Martial
Ancient	+1/6 of an ancient secret.	AP: Magic
Arcanist	Increase total number of points in the arcanist's arcane reservoir by 1.	Occult Adventures

Free Homunculus

Racial Overview

Free homunculus are a race self-created homunculi who have free will. These small humanoids look like small statues of horrid little toothy demonic-looking men and women with tiny, non-functional wings. Most have an earthy, fresh-clay tone and texture to their skin. Homunculus have small spherical polished gems for eyes (pearls, diamonds, or even sea glass) and arcane scripture on their tongue. In order to establish free will the crafting homunculus must follow a strict pattern and ritual. As a result free homunculus appear similar in much the same way that all member of a given race do.

Legend holds that a homunculus, known as Alraun, gathered scraps from his master's office and sculpted himself a brother because he was lonely. His brother, Fastachee, was born with no master and thus was the first of the free-willed homunculus. Fastachee spent his days building other homunculus and freeing them until he had enough to create a town for themselves. Though the validity of this has been challenged by scholars, homunculi now build themselves and are granted free will.

Free homunculus generally live in small, industrious, bucolic societies. They prefer their own kind and are rarely found in large cities where they have a harder time looking out for each other. Due to the price involved in crafting a free-willed homunculus most settlements impose a tax to help fund the creation of new brothers and sisters. Each settlement has a crafter or two known as the mandragora. A couple who wants children will generally, at least in part, fund and craft their offspring with help from the town's coffers and the local mandragora.

Homunculus tend to be very reserved but are outspoken on topics of freedom, slavery, and even detainment. It is for this reason that free homunculus tend towards the chaotic alignments. Homunculus are distrusting of strangers and have even been accused of being xenophobic. They have a cultural fear of being re-enslaved by wizards or other spellcasters. The practice of creating a construct without free will is a heinous offense in the eyes of a homunculus and there are many instances of homunculus "liberating" enslaved creatures. Homunculus are sympathetic to golems, animated objects, and other constructs.



Racial Traits

- **ABILITY SCORE RACIAL TRAITS (0):** Free homunculus gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.
- **SIZE (0):** Free homunculus are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks. Small races have a space of 5 feet by 5 feet and a reach of 5 feet.
- **TYPE (7):** Free homunculus are humanoids with the human* and half-construct subtypes.
- **BASE SPEED (-1):** Free homunculus have a base speed of 20 feet.
- **LANGUAGES (1):** Free homunculus begin play speaking Common. Free homunculus with high Intelligence scores can choose from any language (other than secret languages).
- **LOW-LIGHT VISION (1):** A free homunculus can see twice as far as a race with normal vision in conditions of dim light.
- **FREE WILL (1):** A free homunculus is passionate about their freedom and is skilled at freeing constructs from their master. Any time a free homunculus must make an opposed Charisma check with another creature due to multiple mental control effects on a target, the free homunculus gains a +4 racial bonus.
- **LIBERATE (3):** Once per day a free homunculus can issue a single command to a construct who has a master as if the free homunculus was the construct's master. Conflicting commands result in an opposed Spellcraft check (as described in the *control construct* spell) though the free homunculus may use their character level in place of their Spellcraft bonus if it is higher.

RACIAL POINTS: 12

Half-Construct Racial Traits

***TYPE:** The default free homunculus is crafted in the form of a human. A free homunculus may be crafted in the form of any humanoid race, though it is only an approximation and does not grant any other racial traits. For example, a free homunculus society that grew out of a dwarven settlement might have the creature type: "dwarf, half-construct". Please consult with your GM prior to selecting another humanoid creature type in place of human.

Half-Construct Racial Traits

- Half-constructs gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.
- Half-constructs cannot be raised or resurrected.
- Half-constructs do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a half-construct can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required for the construct to survive or stay in good health.

SOURCE: ARG

Racial Feats

Town Mandragora

You were a town's golem crafter.

PREREQUISITES: Craft Construct, free homunculus

BENEFITS: A free homunculus may create constructs in 1/4th the normal amount of time.

Race Specifics

TABLE 4-1: RANDOM FREE HOMUNCULUS STARTING AGES

ADULTHOOD	INTUITIVE ¹	SELF-TAUGHT ²	TRAINED ³
2	+1d4 (3-6)	+2d6 (4-14)	+3d6 (5-20)

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

TABLE 4-2: RANDOM FREE HOMUNCULUS HEIGHT AND WEIGHT

GENDER	BASE HEIGHT	HEIGHT MODIFIER	BASE WEIGHT	WEIGHT MODIFIER
Male / Female	2 ft. 8 in.	+2d4 in. (2 ft. 10 in. - 3 ft. 4 in.)	30 lbs.	+2d10x5 lbs (350-440)

TABLE 4-3: FREE HOMUNCULUS ALTERNATE FAVORED CLASS BONUSES

CLASS	BONUS	SOURCE
Wizard	When casting wizard transmutation spells, add +1/4th to the effective caster level of the spell, but only to determine the spell's duration.	CRB
Alchemist	The alchemist gains +1/6 of a new discovery.	APG
Rogue	Add +1/3 to disable device checks made to disable magical traps.	CRB
World Shaper	When casting world shaper transmutation spells, add +1/4th to the effective caster level of the spell, but only to determine the spell's duration.	AP: Magic
Toon	The toon starts each day with +1/3 of an extra laugh.	Gonzo

High Elves

(A RACIAL VARIANT FOR ELVES)

Variant Overview

A distinct genetic variant of the standard elf is called a “high elf” or “elf lord”. Akin to drow nobles, high elves are naturally skilled at magic, often able to use simple magic without significant training. A high elf is born 1 in 500 (or rarer) from the union of two “normal” elves and is given every advantage in life. Most have class levels or at least advanced training in some field (most likely politics). Should a high elf distinguish themselves, they have the right to establish a noble house in their name. Physically they resemble a typical elf except they all possess vibrant green eyes and longer, backward-swept ears, more angular features, and a regal command in their voice. Unlike drow nobles, the birth of a high elf is a celebrated event regardless of who its parents are. When they come of age, high elves must chose a new last name and shed family ties and forsake any title or tithe they are owed. In this way they ensure a new dynasty can potentially be established.

It is more common for two high elf parents to produce a high elf offspring (about 1 in 10) and only slightly rarer for a high elf who breeds with a common elf (about 1 in 50). Because of this the leaders of many noble elven houses are often related and on friendly terms with each other.

Variant Traits

High elves possess all of the racial traits listed for elf characters, plus the following:

- **ABILITY SCORE CHANGES:** +4 Dexterity, +2 Intelligence, +2 Wisdom, +2 Charisma, –2 Constitution. High elves are very agile, observant, and regal. These ability score modifiers replace the standard elf ability score modifiers.
- **HIGH ELVEN MAGIC:** Elves receive a +4 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +4 racial bonus on Spellcraft skill checks made to identify the properties of magic items. This replaces the normal elven magic racial trait.
- **SPELL-LIKE ABILITIES:** High elves have the following spell-like abilities usable at will; *comprehend languages* and *detect poison*. High elves also have *detect magic* as a constant spell-like ability. A high elf can also cast *divine favor*, *dispel magic*, and *suggestion* once per day each as spell-like abilities. A high elf's caster level for her spell-like abilities is equal to her character level and they use their Intelligence as their relevant casting modifier.

RACIAL POINTS: +15

Kercpa

Racial Overview

Deep in the forests live the kercpa, a reclusive society of sentient squirrels. They are shy and elusive, preferring their own company and those of other non-sentient animals to that of other sentient life. Their villages are hidden among the branches of great trees and obscured from prying eyes by both magical and mundane means.

Physically, they are taller than their non-sentient cousins, standing about a foot and a half tall and weighing just over a pound. Also, unlike typical squirrels they have intelligent humanoid eyes, colored blue or green. They dress in rustic attire, using many raw materials they find in their trees or around them to clothe themselves. Many prefer to not cover their hands, feet, or bushy tails as it precludes them from climbing or at the very least they wear easily removable attire there.

Socially kercpa are rather pastoral, agreeable, and communally focused, but paranoically shy of strangers. They will go out of their way, to extremes sometimes, to avoid contact with other species. This is because of an inborn fear that they will hurt them. While they are a peaceful, preferring to avoid fights even at great personal loss, they will fight tooth and nail if pressed. They live, eat, and work in a communal fashion, almost like a hive of ants. There is very little family separation and a community raises everyone in it. In times of strife this is also true, moving as a single swarm to overwhelm their foes.

Strangely, the kercpa have a close bond with elven societies. This, flying the face of the rest of their natural paranoid tendencies with dealing with other races. This bond goes back to their earliest legends when it is said that an elven god or wizard king gave the gift of mind to their first kercpa for a squirrel's kindness to him.

If you find a kercpa adventuring, there is normally a sad story behind them. Exiled kercpa often starve or go insane due to the lack of close proximity to other creatures, though they sometimes find work as adventurers. Rarely will one strike out on their own of their own accord. Those eccentric few are a rare breed, but they do exist and they often are such extraordinary individuals that history does not soon forget them. On some occasions a kercpa who has a particularly strong bond with an elf will accompany them on their adventures, though they are often quite terrified of the mortal danger they find themselves in while adventuring.

Racial Traits

- **ABILITY SCORE RACIAL TRAITS* (0):** Kercpa are flighty, agile, sagacious, but possessive of a baser level of academic intelligence. They gain +2 Wisdom, +2 Dexterity, but -2 Intelligence.
- **SIZE (4):** Kercpa are tiny creatures and thus gain a +2 size bonus to Dexterity and a -2 size penalty to Strength. Tiny races gain a +2 size bonus to their AC, a +2 size bonus on attack rolls, a -2 penalty on combat maneuver checks and to their CMD, and a +8 size bonus on Stealth checks.

Racial Traits (Cont.)

Tiny characters take up a space of 2-1/2 feet by 2-1/2 feet, so up to four of these characters can fit into a single square. Tiny races typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack it in melee. This provokes an attack of opportunity from the opponent. Since they have no natural reach, they do not threaten the squares around them. Other creatures can move through those squares without provoking attacks of opportunity. Tiny creatures typically cannot flank an enemy.

- ***ADJUSTED ABILITY SCORE:** When you factor in the adjustments due to size a kercpa has the following ability scores: +4 Dexterity, +2 Wisdom, -2 Strength, -2 Intelligence.
- **TYPE (3):** Kercpa are monstrous humanoids.
- **Base Speed (-1):** Kercpa have a base speed of 20 feet.
- **LANGUAGES (1):** Kercpa begin play speaking Elven and Kercpa. Kercpa with high Intelligence scores can choose from Sylvan, Common, Gnome, Goblin, Orc, or Terran.
- **TREEBORN (4):** Kercpa have a climb speed of 40 feet, and gain the +8 racial bonus on Climb checks that a climb speed normally grants.
- **FRANTIC (-2):** When a kercpa rolls a natural 1 on an attack roll, skill check during combat, or other d20 roll made under stress where a critical failure would be possible, they must make a Will save (DC 15) or be shaken for until the end of their next turn. This is a mind affecting fear effect.
- **HALF PINT, FULL HEART (1):** Kercpa gain a +2 racial bonus on saving throws against fear and despair effects.

RACIAL POINTS: 12

Alternate Racial Traits

FLYING SQUIRREL (-1): Some clans of kercpa have stretched membranes between their limbs, allowing them to glide. Those with this racial trait take no damage from falling (as if subject to a constant non-magical feather fall spell). While in midair, a flying squirrel can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. A flying squirrel cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, it can take advantage of the updraft to increase the distance it can glide. This replaces the treeborn racial trait.

GROUND SQUIRREL (0): Those kercpa who are from clans who have evolved to live on the ground lose their ability to climb trees but are far stronger and are far more adept at moving across the ground. They gain a +2 bonus to their Strength score (effectively offsetting their penalty from their size) and their movement speed increases to 30 feet. This replaces the treeborn racial trait.

RATATOSKR (+3): There exist a clan of kercpa who serve as messengers for the gods, though they themselves are but mortals. They appear to be kercpa with an exotic assortment of coat colors (blues, reds, oranges, snow white, even reflective silvers), and golden eyes. Once per day per Wisdom bonus they have they may cast *animal messenger* as a spell-like ability. In addition, whenever a ratatoskr moves between planes of existence (such as by *plane shift*) or via a teleportation spell and there is a chance for arriving off-target, they roll twice and take the result they prefer. This also applies to such spells cast on them by another creature, though the ratatoskr rolls the second dice and picks which result he likes. This replaces their treeborn and half pint, full heart racial traits.

Racial Feat

Elven Ally

PREREQUISITE: BAB +3, Knowledge (local) or (nature) 3 ranks, kercpa

BENEFIT: A kercpa gains a +1 morale bonus on attack rolls when adjacent to an allied creature with the eleven subtype. If the kercpa has at least 6 BAB this bonus improves to a +2. At 12 BAB it improves to a +3 and at 18 BAB it becomes a +4 bonus on attack rolls. This bonus is never granted as a result of being next to a drow or drow-affiliated creature (driders for example).

Race Specifics

TABLE 6-1: RANDOM KERCPA HOMUNCULUS STARTING AGES

ADULTHOOD	INTUITIVE ¹	SELF-TAUGHT ²	TRAINED ³
20	+2d4 (22-28 years)	+3d6 (23-38)	4d6 (24-44)

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

TABLE 6-2: RANDOM KERCPA HEIGHT AND WEIGHT

GENDER	BASE HEIGHT	HEIGHT MODIFIER	BASE WEIGHT	WEIGHT MODIFIER
Male / Female	1 ft.	+1d8 in. (1 ft. 1 in. - 1 ft. 8 in.)	1.25 lb.	-

TABLE 6-3: KERCPA ALTERNATE FAVORED CLASS BONUSES

CLASS	BONUS	SOURCE
Druid	Add a +1 bonus on wild empathy checks made to influence animals and magical beasts that live in forests.	CRB
Ranger	Add +¼ dodge bonus to Armor Class against the ranger's favored enemies.	CRB
Rogue	Add a +½ bonus on Escape Artist checks.	CRB
Cleric	Add +½ point of healing to the cleric's channeled energy total when healing creatures of the animal, monstrous humanoid and plant types as well as creatures of the elf subtype.	CRB
Cavalier	Add +1 foot to the cavalier's mount's climb speed. In combat this has no effect unless the cavalier has selected this reward five times (or another increment of five). If the cavalier ever replaces this mount, the new mount gains this bonus to its speed. This does not grant a mount a climb speed if it doesn't already have one.	APG
Hunter	Add a +1 bonus on wild empathy checks made to influence animals and magical beasts that live in forests.	ACG
Multiman	The multiman can create ¼ of an additional clone each day.	Gonzo 2
Toon	+1/4th a use of make-believe per day.	Gonzo

Lun'la

Racial Overview

"It is said that before the world had land it had form. In those moments the elves were forged before all other races. In those fleeting moments and eons before creation, the first elves flew for there was no ground to stand upon. As the world took shape there was little need for them to fly and they gave up their wings. All willingly gave up their flight for that was the will of the world and to oppose that is to oppose yourself. One elf, Lune the eldest son of the first elf, kept this gift of flight however for he had fallen in love with the stars. So it was that Lune exiled himself on a never ending sojourn to the stars so that he might one day be with the one he loved."

-Elven Creation Myth

The lun'la are a breed of winged elf who considered themselves the watchers of the world. Explorers, diplomats, soldiers, wizards, and intellectuals, the lun'la regard other non-elven races as below them.

Lun'la have a strong predisposition towards lawful and neutral alignments. Many fall on the good side of the spectrum and only a few fall on the evil side. Lun'la share their elven cousins' pension for arrogance but in a more heightened sense of the word. Lun'la are elitist to the point of being cruel, detached, and cold. That isn't to say that they are entirely wicked, simply lawful to the point where the normal shades of grey are lost. While intellectuals, they possess a strong and stoic sense of the natural order of things and their lives teach them the dangers of letting

things go unchecked. Lun'la law would be considered draconian by the standards of other societies but to them it is a good fit.

On the other hand, lun'la are capable of extreme acts of charity and self-sacrifice. When their trust has been earned it is an asset more valuable than gold. Many stories about lun'la tell of their willingness to offer their own life for the betterment of others. They are also fiercely wise and willing to share what they know (it's getting them to stop explaining that is the problem).

Lun'la resemble their elven counterparts greatly.

The only discernable differences are their blue-hued skin, large avian wings, slightly broader shoulders, and

more narrow hips. Their skin

tone ranges from a dark teal to a

blue-kissed alabaster and their eyes are a piercing golden. The color of their plumage varies but is generally white, cream, or a deep navy blue that is almost black.

Despite their winged nature, they are not particularly skilled aviators. Aerial maneuvering can take a lifetime to master and those who do are held in high esteem in military circles. They are regarded as being less dexterous than a hawk bird but more so than a chicken. Children can often not fly reliably until long after they walk.



Racial Overview (Cont.)

It typically takes a lun'la until it is about 100 to be able to handle themselves well enough to travel long distances with their wings. Until then it is mostly used to reach higher levels of their vertically oriented cities or ease one's falling.

The winged elves live in strict societies where the letter of the law triumphs over the spirit of the law. Each child is required to commit to memory the codex of their town and if it were not a rule- they would seek it out (as is the case with lun'la born away from a major settlement). Reciting the codex verbatim is seen as a rite of passage for many and a point of pride for their parents.

Lun'la towns are generally built atop high peaks or other hard to reach places that put them out of harm's way from races without wings. They have very few exterior doors, rather arched entry ways that lead to small receiving rooms with interior doors. Their doors are generally twice as wide as an average humanoid door to help accommodate their wings.

Their mythology and cultural norms set the lun'la up as protectors and watchers over the other civilized races. They intervene in conflicts, even (or perhaps particularly) when they are not wanted and attempt to culture other races. This causes friction between them as many would prefer to be left to their own affairs and not be interfered with by an overreaching avian race. Other races regard them as being bossy and full of themselves despite the nobility of their intentions.

Racial Traits

- **ABILITY SCORE RACIAL TRAITS (0):** Lun'la are lith, stoic and wise, but have a frail body made for flight. They gain +2 Dexterity, +2 Wisdom, and -2 Constitution.
- **TYPE (0):** Lun'la are Humanoids with the elf subtype.
- **SIZE (0):** Lun'la are Medium creatures and thus receive no bonuses or penalties due to their size.
- **SPEED (0):** Lun'la have a base speed of 30 feet.
- **FLIGHT (4):** Lun'la have a fly speed of 30 feet with clumsy maneuverability.
- **LANGUAGES (0):** Lun'la begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Auran, Gnome, Goblin, Orc, and Sylvan.
- **ELVEN IMMUNITIES (2):** Lun'la are immune to magic sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects.
- **LAW BORN (4):** Lun'la gain a +2 bonus on Knowledge (local) checks. This improves to a +4 bonus when researching or recalling local laws or legal practices. In addition, they gain a +2 bonus on Diplomacy check against creatures of the Lawful subtype.
- **LOW-LIGHT VISION (1):** Lun'la can see twice as far as humans in conditions of dim light.

RACIAL POINTS: 11

Race Specifics

TABLE 7-1: RANDOM LUN'LA STARTING AGES

ADULTHOOD	INTUITIVE ¹	SELF-TAUGHT ²	TRAINED ³
110 years	+4d6 years (114 - 134 years)	+6d6 years (116 - 146 years)	+10d6 years (120 - 170 years)

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

TABLE 7-2: RANDOM LUN'LA HEIGHT AND WEIGHT

GENDER	BASE HEIGHT	HEIGHT MODIFIER	BASE WEIGHT	WEIGHT MODIFIER
Male	5 ft. 4 in.	+2d8 in. (5 ft. 6 in. - 6 ft. 8 in.)	110 lbs.	+(2d8×3 lbs.) (116 - 158 lbs.)
Female	5 ft. 4 in.	+2d6 in. (5 ft. 6 in. - 6 ft. 4 in.)	90 lbs.	+(2d6×3 lbs.) (96 - 126 lbs.)

This chart does not include height/weight modification due to their wings.

TABLE 7-3: EULEBÄR ALTERNATE FAVORED CLASS BONUSES

CLASS	BONUS	SOURCE
Wizard	Add +¼ to the wizard's caster level when casting spells of the divination school.	CRB
Monk	Add +1 to the lun'la's fly speed. In combat this option has no effect unless the monk has selected it 5 times (or another increment of 5). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.	CRB
Paladin	Add a +1 bonus on concentration checks when casting paladin spells.	CRB
Judge	+1/4th bonus on conviction attack rolls.	Law & Order / Judge
Guardian	+1/3rd bonus on bodyguard attack rolls.	AP: Martial
Detective	+1/3rd maximum number of eureka points detective can claim per day.	Detective's Handbook

Mimicmen

Racial Overview

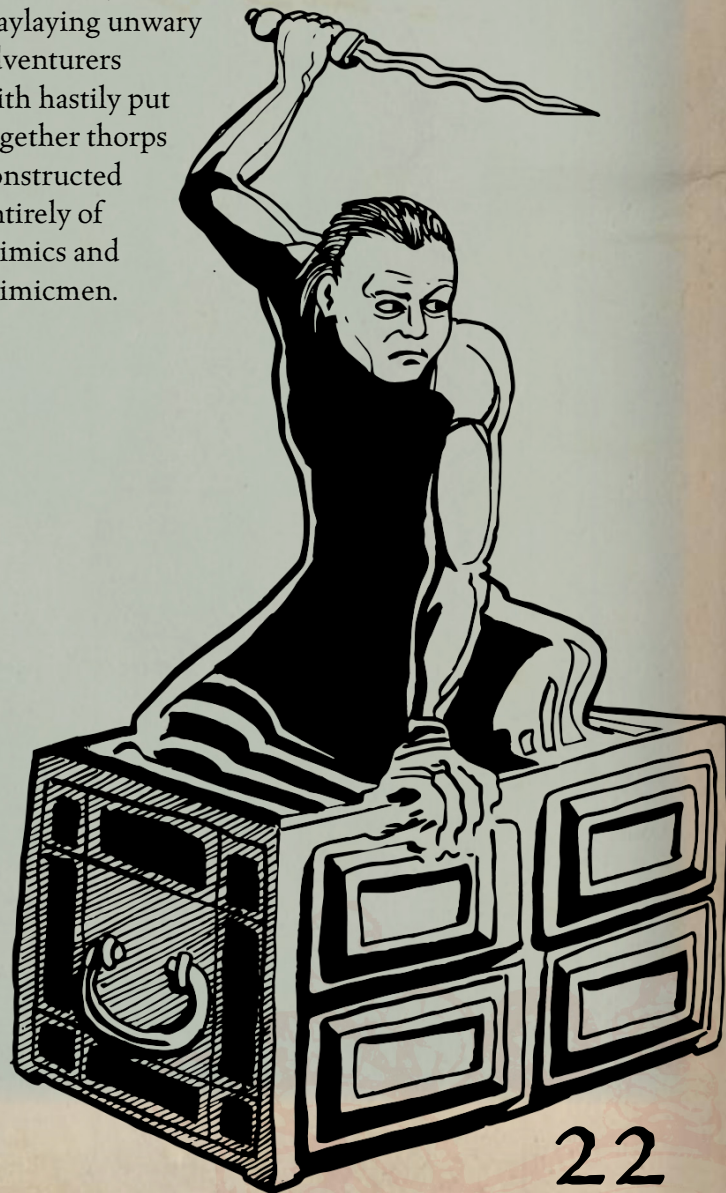
Occasionally, whether by perverse alchemy or strange consort creatures are born with the traits of mimics. These mimicmen are able to contort their bodies into inanimate objects and have natural aptitudes for subterfuge and chicanery that garner a less than savory reputation amongst the more civilized races.

Mimicmen are tall, lanky humanoids with slightly rubbery skin that varies in tone from blackish gray to whitish gray. They grow stiff wire-like hair that shines with the colors of precious metals or gemstones. Strangely, they possess an innate compulsion to sleep as either an inanimate object or inside of one.

Mimicmen reach physiological maturity fairly quickly. Tragically, however the same cannot be said of their mental development. Their rapid growth into adulthood and their natural aptitudes cause many cultures look poorly upon them, seeing them as little more than children in adult bodies, able to live only as con men and thieves.

Curiously the term mimicmen is something of a misnomer as they have no gender in the traditional sense of the word, and must learn magic or alchemy to reproduce. Often times this means that rare, stable mimicmen colonies produce offspring on a strictly as needed basis, perfectly controlling their population and keep these safe warrens for mimicmen hidden from the prying eyes of other races who see them in an unsavory light.

Mimicmen have a bit of a hodge-podge of a relationship with actual mimics. Often times mimics are minimally involved in the upbringing of mimicmen, causing them to treat their forbearers as distant relatives whose relationship that they'd really rather downplay. However when mimics play a significant role in the formation of a troupe of mimicmen they are much more likely to roam the countryside, waylaying unwary adventurers with hastily put together thorp constructs entirely of mimics and mimicmen.



Racial Traits

- **ABILITY SCORE RACIAL TRAITS (0):** Mimicmen are physically weak but surprisingly hardy, and tend to have a stubborn disposition. They gain +2 Constitution, +2 Charisma, and -2 Wisdom.
- **TYPE (3):** Mimicmen are aberrations with the shapechanger subtype.
- **SIZE (0):** Mimicmen are Medium creatures and thus have no bonuses or penalties due to their size.
- **BASE SPEED (0):** Mimicmen have a base speed of 30 feet.
- **COMPRESSION (3):** Mimicmen possess the compression universal monster ability. They may move through an area as small as one-quarter their space without squeezing or one-eighth their space when squeezing.
- **EXTRA SNEAKY (1):** Mimicmen always gain Disguise and Stealth as class skills, regardless of their class.
- **LANGUAGES (1):** Mimicmen begin play speaking Common and one other language of their choice. Mimicmen with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).
- **LIGHT SLEEPER (2):** Mimicmen do not suffer an increased DC on Perception checks made while asleep.
- **MIMIC OBJECT (4):** A mimicmen can, as a standard action, assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. A mimicman's body is hard and has a rough texture, no matter what appearance they might present. A mimicman in this form has a move speed of 0 feet and gains DR 5/magic and +10 racial bonus on Disguise checks to imitating the object they chose. This is a polymorph effect.

RACIAL POINTS: 14

Racial Feats

Unpleasant Surprise

You can strike an unaware target in an instant.

PREREQUISITES: Mimicman or mimic

BENEFIT: You may make an attack of opportunity against a creature that enters your threatened area, provided that they were not aware of your presence when they did so.

Hidden Heritage

You are able to use your powers to conceal your nature.

PREREQUISITES: Mimicman

BENEFIT: You can, as an immediate action, precisely mimic the physical features of any individual you have encountered, granting you a +10 circumstance bonus on Disguise checks made to fool others with your impersonation, this bonus doesn't stack with other bonuses to Disguise checks, instead only the highest applies. This change lasts until you dismiss it and is a polymorph effect

Malicious Mandibles

Your natural aberrant heritage allows you to spout a gnashing mouth, like a true mimic, and with time a hideous double mouth.

PREREQUISITES: Mimicman, Mimic Object ability

BENEFIT: You gain a 1d6 bite attack while using your mimic object ability.

SPECIAL: If you have 5 or more HD you may use your mimic object ability as an immediate action, if you have 10 or more HD you gain an additional bite attack and the damage on each of them improves to a D8.

Racial Feats (Cont.)

Sticky Situation

You can sometimes secrete a dangerous adhesive similar to what more traditional mimics use to ensnare prey.

PREREQUISITES: Mimicman

Benefit: You are treated as if you had the *adhesive* armor quality (Pathfinder: Ultimate Equipment). The mimicman may use the abilities of this armor quality a number of rounds per day equal to 2 + your character level. This otherwise functions just like the *adhesive* armor quality. When making or receiving an attack that is an unarmed strike or natural melee attack you may make a grapple attempt against them as an attack of opportunity that doesn't provoke attacks of opportunity. Using this ability to grapple consumes 2 rounds of your *adhesive* armor quality.

Race Specifics

TABLE 8-1: RANDOM MIMICMEN HOMUNCULUS STARTING AGES

ADULTHOOD	INTUITIVE ¹	SELF-TAUGHT ²	TRAINED ³
8	+1d4 (9-12)	+1d6 (9-14)	+2d6 (10-20)

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

TABLE 8-2: RANDOM MIMICMEN HEIGHT AND WEIGHT

GENDER	BASE HEIGHT	HEIGHT MODIFIER	BASE WEIGHT	WEIGHT MODIFIER
Male / Female	6'5	++2d4 in (6'7"-7'3")	150 lbs.	+2d10x2 (152lbs. -170lbs.)

TABLE 8-3: MIMICMEN ALTERNATE FAVORED CLASS BONUSES

CLASS	BENEFIT	SOURCE
Rogue	Add +1/6 to the result of each of your sneak attack die when attacking a creature unaware of your presence.	CRB
Slayer	Add +1/4 to critical confirmation rolls when attacking a creature unaware of your presence, this does not stack with Critical Focus, but this benefit counts as that feat for the purpose of meeting prerequisites once this bonus reaches +4.	ACG
Sorcerer	Add 1 round to the duration of any polymorph spell you cast.	CRB
Alchemist	Add 1 round to the duration of any polymorph extracts you use, and 1 minute to the duration of your mutagens.	APG
Magus	Add 1 round to the duration of any polymorph spell you cast.	APG
Bloodrager	Add 1 round to the duration of any polymorph spell you cast.	ACG

Moon Elves

(A RACIAL VARIANT FOR ELVES)

Variant Overview

Born below the lunar surface, moon elves (or "messi'ai" in their language) are a quiet and secretive race. The story of how they managed to come to reside on the moon is the stuff of legend. It is said that they were once a peaceful house of elves who sought the intervention of a lunar goddess when their enemies came to destroy their homeland. Their old tales recount that they vanished in a flash of moonlight and were whisked away to their goddess's domain on the lunar surface. When their enemies arrived to conquer them they found their cities deserted and no one to kill.

Through powerful magic and diligence they established a flourishing society on the moon. From their perch in orbit they watch the rest of the world with scrying magics and instruments, keeping aloof of the barbaric ways of others. Fiercely elitist, they see those of "the surface" as uneducated savages who delight in killing each other. They live quiet, almost monastic, lives rich in study and observation of others.

Physically they appear as grey-skinned elves with dark black, inky-blue, or deep violet hair that starts in a widow's peak, and ears that extend out from their head in a graceful, vaguely conical, shape. They typically weigh the same and stand the same height as their elven brethren though they are often less muscular. They have a slightly lower gravity in their society (about 90%) and as such are unaccustomed to the gravity typical of the mortal world. Moon elf cities are quite magical, creating large areas for habitation under the aegis of magical barriers and wards. Most of their settlements are below the surface, safe from prying eyes. They are self-sustaining, using magical items to fill any gaps they might have in their environmental needs. The surface of the moon remains as dangerous to them as it is to any other elf, though some venture out onto its surface with the aid of magic.

Most are soft-spoken and reserved and tend towards lawful alignments, though many are true neutral. They have a strictly analytic nature that lends them towards scientific and magical pursuits.

Variant Traits

- **ABILITY SCORE RACIAL TRAIT:** Moon elves are analytic and lithe but physically weak. They gain +2 Dexterity, +2 Intelligence, and -2 Strength. Moon elves are extremely sensitive to gravity and as such the penalty to Strength is ignored when in areas of low gravity but is doubled in heavy gravity. This replaces the standard ability score racial trait for elves.
- **PEACE-SEEKER:** Moon elves take no penalties for dealing non-lethal damage with a melee weapon and can use ranged weapons to deal non-lethal damage, though at a -4 penalty. This replaces the weapon familiarity racial trait of the elf.
- **WORLD'S EYE:** Once per day a moon elf may cast *scrying* as a spell-like ability after performing 30 minutes of meditation. This replaces the elven magic racial trait of the elf.
- **LANGUAGE:** Moon elves begin play speaking Messi'ai (their own language) and Elven. Moon elves with high Intelligence scores can choose from the following: Celestial, Draconic, Common, Dwarf, Gnome, Orc, and Sylvan.

RACIAL POINTS: +0

Variant Specifics

TABLE 9-1: MOON ELF ALTERNATE FAVORED CLASS BONUSES

CLASS	BONUS	SOURCE
Wizard	When casting wizard divination spells, add +1/2 to the effective caster level of the spell, but only to determine the spell's duration.	CRB

Variant Specifics (Cont.)

Monk	Add +1 to the monk's base speed. In combat this option has no effect unless the monk has selected it 5 times (or another increment of 5). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature. This bonus doubles in low gravity.	CRB
Magus	+1/4 of an arcane point.	UM
Alchemist	Add one extract formula from the alchemist's list to the character's formulae book. This formula must be at least one level lower than the highest-level formula the alchemist can create.	APG
Arcanist	+1/4th to the number of uses per day of all arcanist class feature usable a number of times per day equal to your Charisma modifier.	ACG
Investigator	Gain a +1/4 bonus on all inspiration rolls.	ACG
Punk	Adds 1/4th bonus damage to all gravity gain attacks.	Gonzo
Gnostic	Add +1/4 to the maximum size of the gnosis pool.	AP: Magic
Medium	Gain a +1/3 bonus on all skill checks using occult skill unlocks	Occult Adventures

Numen

Racial Overview

Numen are the physical superior to typical humans. They are tall (6-7 feet tall) with heavy, sculpted, square features. Their hair never grows more than a few inches on males and many are bald. Women have hair that rarely reaches past their jawline and almost never to their shoulders. They never have excessive body hair and often have tanned or tea-colored skin that is stretched over their long, oblong, softer, facial features. They have wide shoulders and are well muscled by human standards, even when out of shape. These gentle folk are of a distant relation to both giants and humans, though they are genetically distinct enough to be classified as their own race. They disdain any sort of body modification (tattoos, earrings, etc) and tend to leave their overlong arms exposed in their clothing.

Despite their size and strength, numen are a gentle and compassionate people. They love all forms of entertainment and are particularly fond of music and good food. They are a jovial by nature and are generally a forgiving race on the whole. Unfortunately for them, numen tend to be easily taken advantage of. This is due to an innate trustworthiness they assign to others, not a lack of intelligence. Numen simply trust others and very rarely suspect that others would waste time on being deceptive. Culturally, those who lie or cheat are looked upon with pity rather than anger and so long as restitution is made it is forgiven (legally speaking).

Numen are not particularly spiritual, but do have an innate nobility about their actions and all strive towards a concept known as “nemeth”. It roughly translates to “world peace” or “happiness” but more literally means “global contentment”. They believe

that if everyone trusted everyone else the world would be a better place. Numen live very open lives and intentionally hide very little. If they said something, they will own up to it even if it is wrong in light of new information. Their lives are open books and those who truly believe in nemeth will share it with you. In return, they expect forgiveness and understanding for past mistakes and extend the same courtesy to others. Secrets are considered tantamount to a hostile action in their society and if it is revealed that someone is keeping something from the community, they will generally have problems. Numen are not so bold as to assume that everything has to be shouted from the mountain tops and are discrete in delicate or private matters so long as the person is forthcoming. If questioned about such a thing, an adherent to nemeth may reply “Bill asked me not to talk about it. It would be best if you spoke to him about it.” or something to that effect.

A prominent philosopher-cult of nemeth holds sway in much of the lands of the numen. This social group sees themselves as enlightened passificts and are commonly in the upper echelons of society. As many are affluent and hold influential positions within numen society, they make a habit of dealing more favorably and much more frequently with others in their sect than “outsiders”. Many view this practice as being counter to the very core ideals of nemeth but they counter, saying that those who are a member of their society are working more readily towards nemeth and thus their affluence is more important in the long run. These philosopher-cults are independent of each other, unique to each city (large cities having multiple nemeth cults), and competitive in nature.

Racial Overview (Cont.)

Numen are not weak-willed and pride themselves on being capable warriors. They generally ascribe to the the “walk softly but carry a big stick” philosophy. They are quite capable of defending their lands and always willing to aid an ally when called upon. They rarely fight wars of aggression or sheerly for conquest and maintain a military force for defensive purposes. While they are reluctant to engage in combat, they see it as a necessary evil that they can eventually eliminate once they reach nemeth.

Numen are often described as being liberators, having undertaken seemingly unprovoked military action against local slave camps and put political pressure on neighbors who partake in the act. They are generally a stabilizing, pacifying, positive presence in any region they are in and their settlements often turn into centers of trade and negotiation. While numen are accepting of this role, they reluctant to allow other races to settle in their cities. This often leads to small mercantile tent cities outside their walls or segregated districts. Their cities, neither technological marvels or squalid tribal settlements, are typical urban and fairly typical of the region they are found in.

Nemeth (Deity/Concept)

The concept of universal oneness has created a kind of gestalt consciousness amongst its believers and it can grant divine powers. It's symbol is simply a blue circle.

ALIGNMENT: CG

FAVORED WEAPON: Shield

DOMAINS: Community, Good, Healing, Liberation

Racial Traits

- **ABILITY SCORE RACIAL TRAITS (0):** Numen are physical mighty, dwarfing even the most hearty of men. They also possess a profoundly enlightened sense of compassion but are habitually concerned with theory rather than practice. They gain +2 Constitution, +2 Charisma, and -2 Wisdom.
- **SIZE (0):** Numen are medium creatures.
- **TYPE (0):** Numen are humanoids with the giant subtype.
- **BASE SPEED (2):** Numen have a base speed of 30 feet, and their speed is never modified by armor or encumbrance.
- **LANGUAGES (0):** Numen begin play speaking Common. Numen with high Intelligence scores can choose from the following languages: Giant, Undercommon, Dwarven, Elven, or Gnoll.
- **TRUSTING (-2):** Numen never treat Sense Motive or Bluff as class skills.
- **TOWER SHIELD PROFICIENCY (2):** Numen are proficient with tower shields and do not take the normal -2 penalty on attack rolls while wielding one because of the shield's encumbrance.
- **HOPEFUL (2):** Numen gain a +2 racial bonus on saving throws against fear and despair effects. Also, once per day, after a natural roll of 1 on a d20 roll, a numen may reroll and use the second result.
- **NEMETH ADVOCATE (1):** Once per day, a numen can roll twice when making a Diplomacy check and take the better roll.
- **JOVIAL (2):** Once per day a numen can use calm emotions as a spell like ability.

RACIAL POINTS: 7

Alternate Racial Traits

OPEN BOOK: A true practitioner of nemeth has no secrets from the world. A creature with this racial trait may never intentionally Bluff or knowingly attempt to lie. In addition, they never treat Bluff as a racial skill. They may use discretion in delicate matters but must be open about the nature of the information ("That is sensitive information that a friend asked me to keep private for the time being"). A creature with this racial trait may also resist freely disclosing information if they believe the creature has intent to cause harm to others or take malicious actions based on the information. Once per day, a numen with this trait can roll twice when making a Sense Motive check and take the better roll. This replaces the Nemeth Advocate racial trait of the numen.

RENAISSANCE NUMAN: A numen with this racial trait embraces a renaissance man way of life. He gains the Skilled racial trait of a human. This replaces the Nemeth Advocate racial trait of the numen.

Racial Feats

Gentle Giantkin

A numen with the feat has embraced their giant side, growing to enormous heights though a special diet and adherence to ancient physical practices.

PREREQUISITE: Constitution 15, Character Level 5

BENEFIT: A numen with this feat becomes large sized. He gains a +2 size bonus to Strength and a -2 size penalty to Dexterity. He takes a -1 size penalty to his AC, a -1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a -4 size penalty on Stealth checks. A Large creature takes up a space that is 10 feet by 10 feet and has a reach of 5 feet.



Race Specifics

TABLE 10-1: RANDOM NUMEN STARTING AGES

ADULTHOOD	INTUITIVE ¹	SELF-TAUGHT ²	TRAINED ³
15	+1d4 (16-19)	+1d6 (16-21)	+2d6 (17-27)

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

TABLE 10-2: RANDOM NUMEN HEIGHT AND WEIGHT

GENDER	BASE HEIGHT	HEIGHT MODIFIER	BASE WEIGHT	WEIGHT MODIFIER
Male	6 ft. 0 in.	+2d6 inches (6'2 - 7'0)	240 lbs.	+2d10 x5 lbs (250-340)
Female	6 ft. 0 in.	+2d4 inches (6'2 - 6'8)	205 lbs.	+2d10 x5 lbs (215-305)

TABLE 10-3: NUMEN ALTERNATE FAVORED CLASS BONUSES

CLASS	BONUS	SOURCE
Bard	+2 temporary hit points when an ally comes under the effect of your bardic performance. These temporary hit points last for an hour.	CRB
Monk	+1/3rd dodge bonus to AC while fighting defensively, using Combat Expertise or total defence.	CRB
Paladin	Add +½ hit point to the paladin's lay on hands ability (whether using it to heal or harm).	CRB
Cavalier	The cavalier gains +¼ of a teamwork feat, he may grant his allies this feat with his tactician ability.	APG
Guardian	+1/3rd bonus on bodyguard attack rolls.	AP: Martial
Brawler	+1/3rd dodge bonus to AC while fighting defensively, using Combat Expertise or total defence.	ACG

Rustmen

Racial Overview

In a curious case of biological oddity the modern rust monster is actually a pupal form in the rust monster life cycle. The metamorphosis into the adult form of the rust monster, the rustman, is only triggered when excessive quantities of adamantine are consumed. These rustmen are bipedal, with many of the physiological traits of their previous forms reduced down to more manageable proportions. Their famous feathered antenna protrude from where a human would have eyebrows, and are often used to connote emotion and inflection in a similar fashion, as their insectoid faces aren't the most expressive. While they lack much of the strength of their previous forms, they are remarkably intelligent, and have digits suitable for manipulating objects and using tools. Life as a rustman can be somewhat lonely in areas with little adamantine as they are often the only one of their kind, surrounded by creatures with little more intelligence than a dog. These rustmen often strike out on their own in search of more intelligent company. Only in areas with large quantities of adamantine do proper societies of rustmen form.

Racial Traits

- **ABILITY SCORE RACIAL TRAITS (1):** Rustmen are gifted with a capacity for reason and diplomacy, but they lack the heavy lifting capacities of their compatriots. They receive +2 Intelligence, +2 Charisma and -2 Strength.
- **TYPE (3):** Rustmen are aberrations.
- **DARKVISION (2):** Rustmen can see in the dark up to 60 feet.
- **SIZE (0):** Rust men are medium creatures and thus have no bonuses or penalties due to their size.

Racial Traits (Cont.)

- **BASE SPEED (0):** Rustmen have a base speed of 30 feet.
- **LANGUAGES (1):** Rustmen begin play speaking Common. Rustmen with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).
- **BITE (2):** Rustmen gain a bite attack that deals 1d4 points of damage. This is a primary natural attack, or a secondary attack if they attack with a manufactured weapon.
- **FERRIVORE (2):** A rustman eats metal in lieu of ordinary food, and must consume about one pound of metal per day. Their bite attack ignores an amount of hardness on metal objects equal to 10 + their character level.
- **ADAMANTITE CONSTITUTION (3):** Rustmen who have eaten at least 1/4th of a pound of adamantine in the past 24 hours gain a +2 bonus on Fortitude saves, and when they rest to regain hit points they heal an additional amount equal to their character level squared.
- **SPEAKER OF RUST (0):** Rustmen can ask questions of and receive answers from rust monsters, even though those creatures are normally incapable of communicating.

RACIAL POINTS: 14

Race Specifics

TABLE 11-1: RANDOM RUSTMEN STARTING AGES

ADULTHOOD	INTUITIVE ¹	SELF-TAUGHT ²	TRAINED ³
_*	+1d4 (1-4)	+1d8 (1-8)	+2d6 (2-12)

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

* Rustmen reach maturity as soon they consume sufficient quantities of adamantine

TABLE 11-2: RANDOM RUSTMEN HEIGHT AND WEIGHT

GENDER	BASE HEIGHT	HEIGHT MODIFIER	BASE WEIGHT	WEIGHT MODIFIER
Male & Female	5'8	+2d4 in (6'0-6'4)	95 lbs	+2d10lbs (97lbs-115lbs)

TABLE 11-3: RUSTMEN ALTERNATE FAVORED CLASS BONUSES

CLASS	BONUS	SOURCE
Wizard	Add +¼ to the wizard's caster level when casting spells against metal objects, creatures, or creatures mostly clad in metal armor.	CRB
Sorcerer	Add +¼ to the wizard's caster level when casting spells against metal objects, creatures, or creatures mostly clad in metal armor.	CRB
Barbarian	Add +1 to the barbarian's total number of rage rounds per day.	CRB
Druid	Add +¼ to the wizard's caster level when casting spells against metal objects, creatures, or creatures mostly clad in metal armor.	CRB
Bloodrager	Add +1 to the Bloodragers total number of rage rounds per day.	ACG
Shaman	Add ½ to the shaman's effective class level for the purpose of determining her spirit animal's natural armor adjustment, Intelligence, and special abilities.	ACG
Hunter	Add +½ to rolls made to track creatures or objects made of metal.	ACG
Ranger	Add +½ to rolls made to track creatures or objects made of metal.	CRB
Ungermaw	Ignore +1/4th of a point of hardness or DR with your bite attack, this stacks with your mastication class feature.	Gonzo 2

Slaadlings

Racial Overview

Sentient manifestations of primordial chaos, slaadlings are feral insanity given shape and will. Where proteans seek to break down the universe to return everything to Limbo, slaadlings want to tear down the universe because they think destruction is funny and reality tastes like raspberries.

Given their nature, it comes as no surprise that no two slaadlings can truly be said to resemble one another beyond their rough size and shape. Skin color between slaadlings can vary from a deep earthy clay-tone to an electric neon blue, and skin texture can be anything from pebbled leather to slimey frogskin. The only true constant among the slaadlings are their toad-like heads, with mouths filled with razor-sharp teeth. Slaadlings are sometimes mistaken for goblins, given their short stature and misshapen heads.

Slaadlings have no culture of their own, preferring to focus on hedonistic enjoyment to exclusion of all else. Instead, slaadlings are often found in slums and alleys, tearing through the civilization built by other races. This would be worrisome, if not for the fact that most slaadlings can't stick to a clear plan, much less run an armed insurrection. Thus slaadlings are seen more as vandals and hooligans, creating small pockets of chaos and disorder. This is not to say that slaadlings aren't smart; their ability to learn new skills is astounding, and they often find inventive ways to spread mayhem. The only thing that holds them back is an ingrained distractibility, leading them to discard half-finished thoughts as new ideas enter their head, only for the process to repeat again a moment later. The rare slaadling that is able to hold together a cohesive plan often bullies and cajoles other

slaadlings into joining it, and pulls in other 'barbaric' races that it can find to follow suite. They prefer to work with goblinoids and orcs, given that they often share similar goals and incentives.

While slaadlings are almost universally chaotic, they are by no means entirely malicious. There are instances of slaadlings putting their natural inclinations to work against tyrannical governments and freeing oppressed people. These occasions often arise less out of an empathic urge to do good, and more a realization that people are more willing to be nice to the slaadling if the slaadling goes around doing certain things. Likewise, there are the rare lawful slaadlings. These deviants are often ostracized by other slaadlings, as they are less spontaneous and carefree when compared to a normal slaadling. Instead, these lawful slaadlings struggle to reconcile their racial inclination towards madness and hedonism with their personal desire for order and process. Often times lawful slaadlings find a happy medium in art, creating bizarre abstract artwork and haunting atonal music.

Racial Traits

- **ABILITY SCORE RACIAL TRAITS (0):** Slaadlings are strong and fiercely intelligent, but impulsive. They are often bullies and tyrants less out of malice, and more because they lack empathy. They gain +2 Strength, +2 Intelligence, and -2 Wisdom.
- **SIZE (0):** Slaadlings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Racial Traits (Cont.)

- **TYPE (3):** Slaadlings are outsiders with the native subtype.
- **BASE SPEED (0):** Slaadlings have a base speed of 30 feet.
- **LANGUAGES (0):** Slaadlings begin play speaking Common and Protean. Slaadlings with high intelligence scores can choose from the following: Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, and Orc.
- **SCATTERBRAIN (2):** The mind of slaadling is a frenetic mess of emotions, wild sensory inputs, and animal drive. Any creature that tries to make mental contact a slaadling (such as with detect thoughts or *telepathy*) is confronted with a crazy maelstrom of a mindscape. They must make a Will save (DC 10 + 1/2 the slaadling's character level + Intelligence modifier) or be confused for 1 round. Slaadlings and outsiders with the chaotic subtype are immune to this effect.
- **BITE (1):** Slaadlings have a natural bite attack that deals 1d4 points of damage. This is a primary natural attack, or a secondary attack if they attack with a manufactured weapon.
- **SLAAD RESISTANCE (3):** Slaadlings have acid resistance 5, electricity resistance 5, and fire resistance 5.
- **WIDE-EYED WONDER (-2):** While slaadlings are quite clever, they aren't necessarily hard to fool. When attempting to disbelieve an illusion spell or effect, a slaadling rolls twice and takes the worse result.
- **BULLY (2):** Slaadlings gain a +2 racial bonus on Intimidate checks.
- **DARKVISION (-):** Slaadlings can see perfectly in the dark for up to 60 feet.
- **CHILD OF CHANCE (3):** Whenever a slaadling rolls a die to determine a random effect, such as when using a *Rod of Wonder* or when confused, he may roll twice and take the effect he prefers.

RACIAL POINTS: 12

Alternate Racial Traits

SCHEMING SLAADLING: The occasional slaadling able to maintain a plan often has to cajole his fellow slaadlings into playing along. A slaadling with this racial trait gain a +4 racial bonus on Bluff checks to convince an opponent that what they are saying is true when they tell a lie. This replaces the bully racial trait of the slaadling.

MUTANT SLAADLING: As beings from realms of chaos, it comes as little surprise that mutations can occur within a slaadling. Roll 1d6, and gain the listed ability. This replaces the child of chance racial trait of the slaadling.

TABLE 12-1: SLAADLING MUTANT ABILITIES

DIE ROLL	ABILITY
1	The slaadling has small spikes that protrude from its palms. While these cannot serve as weapons, they grant the slaadling a 20 foot climb speed.
2	The slaadling is unusually frenetic and aggressive. Once per day, whenever a slaadling takes damage, it flies into a frenzy for 1 minute, gaining a +2 racial bonus to Constitution and Strength, but a -2 penalty to AC.
3	The slaadling has webbed hands and feet, granting it a 30 foot swim speed.
4	The slaadlings skin is hardened mess of scar tissue, dermal plates, or similar defenses. The slaadling gains a +1 natural armor bonus to their AC.
5	The slaadlings fingers are tipped with tough curved nails. The slaadling gains 2 claws attacks, each dealing 1d3 damage.
6	The slaadling's skin has an unnatrual sheen that sheds light at odd angles. The slaadling gains Spell Resistance equal to 8 + their character level.

Race Specifics

TABLE 12-2: RANDOM SLAADLING STARTING AGES

ADULTHOOD	INTUITIVE ¹	SELF-TAUGHT ²	TRAINED ³
12	+1d4 (13-16)	+1d6 (13-8)	+2d6 (14-24)

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

TABLE 12-3: RANDOM SLAADLING HEIGHT AND WEIGHT

GENDER	BASE HEIGHT	HEIGHT MODIFIER	BASE WEIGHT	WEIGHT MODIFIER
Male	2 ft. 8 in.	+2d4 in. (2 ft 10 in. - 3 ft. 4 in.)	30 lbs.	+(2d4 lbs.) (32 - 38 lbs.)
Female	2 ft. 6 in.	+2d4 in. (2 ft. 8 in. - 3 ft. 2 in.)	25 lbs.	+(2d4 lbs.) (27 - 33 lbs.)

TABLE 12-4: SLAADLING ALTERNATE FAVORED CLASS BONUSES

Class	Bonus	Source
Barbarian	While you are raging, your racial natural attacks deal + $\frac{1}{4}$ point of damage.	CRB
Sorcerer	Add 1 point of either cold or sonic resistance (maximum 10 resistance either type).	CRB
Alchemist	+ $\frac{1}{2}$ to the alchemist's bomb damage	APG
Punk	Add 1 to the sladdling's base speed. In combat this has no effect unless the slaadling has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with the class's freestyle class feature.	Gonzo
Toon	Whenever the slaadling gains a laugh, he gains + of an additional laugh	Gonzo
Ungermaw	You count as $\frac{1}{6}$ a size category larger when determining the damage dealt by your bite attack. This doesn't stack with Improved Natural Weapon, the impact magic weapon quality, or similar features that increase the effective size of a weapon.	Gonzo 2

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